SLPS 01762

PEPSI and PEPSI-COLA are registered Trademarks used under License from PepsiCo, Inc. ©KID 1998
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws.

Thank you for purchasing Kid
Co., Ltd.'s PlayStation exclusive software
``PEPSIMAN". Please read this manual carefully
before use to enjoy more fun.
Also, please keep it in a safe place so that you
can refer to it at any time.

For Japan Only

player 1人

memory card block

analog controller Compatible (vibration only)

SLPS 01762

LET'S PLAY THE GAME!

PEPSI MAN

CONTENTS

CONTROLLER FUNCTIONS 4
How to operate

START UP INFORMATION 5
How to start the game

HOW TO PLAY 6
Game explanation/how to play

INFORMATION COMMAND 7
Game screen explanation

STAGE INFORMATION 8,9
Stage introduction

MEMORY CARD INFORMATION 10,11
About memory cards

CONTROLLER FUNCTIONS

How to operate

[controller]

The operation of each button is the same as an analog controller.

[Analog controller]

Start button: Start the game/pause during the game

Directional key up + □ button: dash

Directional key down + □ button: Apply the brakes

Directional keys left and right: move the character

○ button: Confirm item

× button: Jump/Cancel item

□Button: Sliding

(Do not use any buttons other than those listed above.)

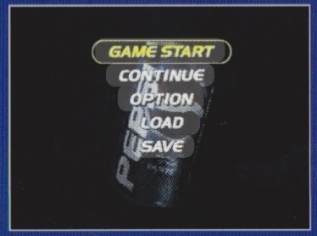
●You can enjoy the effects of vibration only with an analog controller. Vibration ON/OFF is set on the OPTION screen regardless of whether the analog mode switch is ON (when the LED is lit) or OFF. (See page 5)

●The type of operation method for each button (KEY CONFIG) can be selected in OPTION. (See page 5)

START UP INFORMATION

How to start the game

When you correctly insert the CD-ROM into the PlayStation and turn on the POWER button, the title screen will appear. When you press the start button, the main menu screen will appear.



[Main menu screen]

GAME START: Start the game from the beginning.

CONTINUE: Displayed when you are loading save data, playing a game, and clearing a stage. If you load save data, you will start from the next stage you cleared. If the game is over, the stage will start from the beginning.

OPTION: Proceed to option screen.

SAVE: Save the played data. (See page 11) ROAD: Load saved data. (See page 11)

[Option screen]

You can change the settings for each item. (Use the up and down direction keys to select items, use the left and right direction keys to change settings)

SOUND: You can select between stereo and mono.

BIBRATION: Use the analog controller (DUAL SHOCK) and select "ON" to enjoy the vibration function.

KEY CONFIG: You can select and change the operation method for each button from among the preset settings.

EXIT: Return to main menu screen

HOW TO PLAY

Game explanation/how to play

- Operate Pepsiman, who is constantly running, to reach the goal within the time limit set for each stage <This is a forced scrolling action game. You can't stop Pepsiman midway.

●Manipulate Pepsiman by jumping, sliding, braking, and dashing as you aim for the goal while avoiding various traps and obstacles on the course.

●There are 4 stages in total, and each stage consists of 3 scenes. Scenes 1 and 2 are about going deeper, and there are two checkpoints along the way. If you die by touching a checkpoint, you can restart from that checkpoint. Scene 3 is where you are chased by an enemy and run towards the front until you reach the goal of the stage. (Stage 3 only requires left/right movement and jumping.)

●If you hit an obstacle, Pepsiman's power will decrease. (Some obstacles can be destroyed by sliding or dashing without taking damage.) If you run out of power or the time limit has passed, you will die. If you die, the game will restart from the beginning of the scene or the checkpoint you passed. When the number of remaining machines (Pepsiman) reaches 0, the game is over.

●You can recover Pepsiman's power by picking up Pepsi cans scattered on the course. Also, when you clear a stage, the number of remaining machines increases depending on the number of cans you collect.

●There are many fun things to do when you clear the page.

◦Once all stages are cleared: The original Pepsiman will appear at the same time as "FREE PLAY" (a mode where you can play each scene individually).

●If you take all the cans on the course: You can select Wireframe (made only of lines) Pepsiman.

●Updating the record time for all stages: ``EXPERT MODE'' (a mode with severe time and physical strength) will appear.

If you clear all stages in CEXPERT MODE: STELTH Pepsiman will appear.

INFORMATION COMMUNITY

Game screen explanation

It shows the power of Pepsiman. If you hit an obstacle and receive damage, the mark will become smaller. If you will die if you hit one more time, the mark will flash.

Displays the remaining time for each scene.

Shows the total distance of each distance. The human shape represents the location of Pepsiman.

Represents the number of Pepsi cans taken. You can recover Howar by collecting a certain number of cans. At the end of the scene, the number of Pepsiman units remaining will increase depending on the number of Pepsi cans you captured.

・Displays the total time until reaching the goal of each scene.

Indicates the number of units remaining for Pepsiman. When it reaches 0, the game is over.

[Checkpoint display]

By touching it while driving, you will pass the checkpoint. If you die, you will have to restart from the checkpoint you passed.

●Press the start button during the game to pause (pause). Press the start button again to cancel. You can also return to the menu screen by holding down the select button and pressing the start button during a pause.

STAGE INFORMATION

Stage introduction

STAGE 1:
SAN FRANCISCO

[Stage 1: San Francisco]

The Pepsi vending machines are sold out, and residents seeking Pepsi are on the verge of rioting. Run through the streets of San Francisco to meet people waiting for Pepsi. Hurry up, Pepsiman!

STAGE 2:
NEW YORK

[Stage 2: New York]

A building fire breaks out in New York. People with no place to escape are trapped on the roof. Rush through downtown, from sewers to subways and across buildings to reach exhausted people. Pepsi Man!

STAGE INFORMATION

Stage introduction

STAGE 3:
TEXAS

[Stage 3: Texas]

A plane crash-landed in the western wilderness. If this continues, everyone will die of thirst before help arrives. Run through the wilderness to reach them. Hurry up, Pepsiman!

STAGE 4: PEPSI CITY [Stage 4: Pepsi City]

Pepsi City, a Pepsi-colored city. The central computer that controls everything in this city has gone out of control. The mission is to restore normalcy to the central computer in the huge factory that produces Pepsi all over the world. Hurry up, run, Pepsiman!

MEMORY CARD INFORMATION

About memory cards

This game uses a memory card, which allows you to save and load game data.

[About saving]

●You can save only on the main menu screen. If you want to save, please save after the game is over. You can do this when you return to the main menu screen. ●When you save the game, the data up to the stage where the game was over will be recorded, and when you restart it, it will be saved. The game will start from the beginning of the stage.

●Only one piece of data can be saved on one memory card. After that, that data will be overwritten. The content that is saved is the play data and the content of each item set on the option screen.

●When you select Save on the main menu screen, a message will be displayed at the bottom of the screen, so follow the instructions to save.

[About loading]

●Data can be loaded from the main menu screen. When you select Load on the main menu screen, a message will be displayed at the bottom of the screen, so follow the instructions to load.

●If a memory card containing PEPSIMAN save data is inserted before pressing the start button on the title screen, the data will be automatically loaded when the start button is pressed (autoload). If autoload fails, select load again and try again.

◦There is some ``fun'' when you clear all the stages, so we recommend that you always save your cleared data.

●One block is used for data recording.
○Before saving/loading data, insert the memory card into memory card slot 1 on the PlayStation console.

◦Never insert or remove the memory card while saving or loading.

MEMORY CARD INFORMATION

About memory cards

All information regarding memory cards is displayed in English on the game screen.

CHECKING Memory card	Checking memory card
NO DATA	There is no save data
NO Memory card	No memory card included
INSERT Memory card	Please insert a memory card.
DATA AUTO LOADING	Autoloading save data
DATA LOAD (YES○ NO×)	Do you want to load data?
DATA SAVE (YES○ NO×)	Do you want to save the data?
OVERWRITE (OK○ NO×)	Do you want to overwrite the data?
DATA LOADING	Loading data
DATA SAVING	Saving data
SAVE FAILED	Save failed
LOAD FAILED	Load failure
Memory card UNFORMAT	Memory card is not formatted
FORMAT (NOX PLASTER)	Do you want to format the memory card?
FORMATTING	Formatting memory card
FORMAT FAILED	Format failure
Memory card IS FULL	Memory card is full.
COMPLETE	Completed (common to load, save, format)
SAVE DATA IS BROKEN	When save data is corrupted

STAFF CREDITS

Executive Producer : HISAYOSHI ICHIKAWA
Producer : KAZUHIRO ICHIKAWA
Game Design : NOBUAKI UMEDA, NOZOMI TAKEGUCHI, KEISUKE ITOU
Map Design : NOBUAKI UMEDA, KEISUKE ITOU
Game Program : AKIRA MIYAGOE, AKIHISA YAMADA
Graphic Design : NOZOMI TAKEGUCHI, MIDORI ONODERA,
KAZUHIRO ICHIKAWA, HIROSHI MORIYAMA, NAOSUKE ISHIZUKA,
HIROAKI MASUDA, KOUTARO UCHIKOSHI
Sound Effect : TAKESHI ABO
Voice Coordinate : CSR・CORPORATION
Voice Actor : JACK EVANS
Opening Movie : PYLAMID FILM INC.
Publicity : TOHRU TAKAHASHI, WATARU NIIDA, KIYOMI YADA
Package Design : KAZUHIRO KISHI
Special Thanks : EMPEROR KITADA, SYUNSAKU NISHIGAKI,
HIDEMI SOTOMURA, SHINYA NAKAYAMA, SATOSHI UCHIDA,
TAKUYA NISHIMURA, KATSUAKI HASHIMOTO
Coordinate : ORSEN CO., LTD

●Please note that the screen shots used in the package and manual are from the development stage and may differ from the actual product. ●Please note that we cannot answer any phone inquiries regarding game content. ●Although we take all possible precautions with our products, unforeseen problems may be found in the program, so if a malfunction occurs, please contact us. I will do it.

Precautions for use

●This disc is software exclusively for the home video game computer “PlayStation”. Please do not use this product with other models, as this may cause equipment malfunction or may have a negative effect on your ears and other physical health. ●This disc is a Japanese version with the NTSC J mark or AND USE IN JAPAN ONLY notation. Compatible with “PlayStation” only. It cannot be used with overseas versions of the PlayStation. ●Please read the "Instruction Manual" and the "Instruction Manual" and "For Safety" of the "PlayStation" unit carefully, and use the product in the correct manner. ●When inserting this disc into the ``PlayStation'' console, be sure to face the label side (the side with the title etc. printed on it) facing up. Also, press the center part lightly to stabilize the disc. ●If you want to remove the disc from the PlayStation console after playing, press the open button on the console and make sure the disc has completely stopped rotating. Never touch a rotating disc as this may cause injury, damage to the disc, or damage to the unit. ●Handle the disc to avoid fingerprints, dirt, scratches, etc. on both sides. Also, please do not attach stickers, etc., or write words or pictures with pencils, pens, etc. ●If the disc becomes dirty, use a soft cloth such as the cloth for eyeglasses to wipe it gently in a radial direction from the inner circumference to the outer circumference. At this time, do not use record cleaners or solvents. ●Never use cracked or deformed discs, or discs that have been repaired with adhesive, etc., as this may cause malfunction. ●Do not store in direct sunlight, near heating equipment, or other high-temperature locations. Also, avoid humid places. ●Never place or drop heavy objects on top of the case or disc, as this may damage the disc and cause injury. ●After playing, return the disc to the case and store it out of reach of children. ●Please note that we cannot compensate for damage caused by mishandling by the customer.

●Never connect the "PlayStation" console to a screen-projection television (projection television). Sai. Screen burn may occur due to the amount of afterimage light. ●Depending on the software, a memory card may be required. Please check the "Explanation Manual".

Health precautions

●When playing, please take a 15 minute break every hour for your health. ●Avoid playing when you are tired or lack of sleep. ●When playing, please brighten the room and move away from the TV screen as much as possible. ●Goku In rare cases, being stimulated by strong light or watching a TV screen that repeatedly flashes may cause temporary muscle spasms or loss of consciousness. Some people experience symptoms such as loss of . If you have experienced this, be sure to consult your doctor beforehand. Also, If you experience any of these symptoms while watching the game, please stop playing immediately and consult a doctor.